

The Birth of Dragons



All players get 10 d6. The GM asks each player: “what color are you”. They answer, free to modify their answers depending on the other players’ answers. Other questions follow: “what element are you?”; “what is the strongest feeling that you are feeling”; “what are you afraid of?”. This forms the basis of the characters, as-yet un-hatched dragons in their eggs who can communicate telepathically with their siblings.

The first challenge is to break the egg shells. Next is getting out of a complex tunnel system. Next is stopping the hunger. Next is confronting weird beings with sharp thingies outside the cave. Next..?

The dragons discover the world, and the world forms their personalities. Will they be wise stewards of mankind? War-beasts for eleven knights? Pets for princes? Monsters ravaging the land? Is it a post-apocalyptic world, a fantasy world, a sci-fi setting? The GM lets the players discover and explore the world through their naïve but impressive characters.

Let players assign their 6 d6 to any trait they can name. Difficulty vary between 1 (very hard) and 6 (very easy), 1 die-roll < Difficulty = success. When dragons learn, give them more dice. Roll rarely.



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